FLORAL DRAGONS

Traveler's Guide to Appleholm:

A FLORAL DRAGON VILLAGE

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The Field Guide to FLORAL DRAGONS

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How to use this supplement

Traveler's Guide to Appleholm, A Floral Dragon Village is a supplement to ***The Field Guide to Floral Dragons***. It expands on the lore introduced in the main book. Monster stat blocks found in ***The Field Guide to Floral Dragons*** are marked with **bold blue text**. Any monster or NPC stat block in **bold purple text** can be found in the 5th Edition Core Rules. Magic items and spells appear in *italics*. Magic items and stat blocks marked with an asterisk * can be found in ***The Field Guide to Floral Dragons.***

As a peaceful village, Appleholm functions as a safe haven between adventures. On the other hand, once your players have formed an attachment to the village, threatening it and giving them a chance to save their friends—floral and otherwise—can be thrilling! Despite its quiet, rural atmosphere, there is a lot going on in Appleholm for players to interact with. They might need to intervene in a misunderstanding between a **rhododendron dragon*** and their sworn companion, fetch vital supplies to help with a terrible pollen allergy, or clean out an infestation of **florivores***.

Just like the floral dragons, the village of Appleholm can be added to your existing campaign setting. It might be a remote village located in a far-flung corner of your world, or perhaps it is a famous location that the player characters have heard of.

If you are starting a campaign based on ***The Field Guide to Floral Dragons***, you can use Appleholm as a starting point. By beginning in a small location filled with floral dragons, you can set the tone for your adventure. As you play, you can expand the world to follow what your players are interested in.

Introduction

Whether you arrive by the Calyx River or by road, the first thing you will see as you approach Appleholm are the enormous branches of Sagarra [they/them], the **apple tree dragon*** who stands watch over the village. At almost 40 feet tall, they tower over the leaf-roofed houses and trees.

Wandering through the village along packed earth pathways, you'll see humanoids and floral dragons working and playing together. **Rhododendron dragons*** pull the plows in the fields of flowers and crops. **Swarms of vespons*** buzz through the air, visiting dragons and flowers alike before flying back to their well-kept hives. In spring and summer, the mingled scents of flowers fill the air with a heady cocktail of delight.

Though it is a small and quiet settlement, Appleholm enjoys connections with other places. Many trade goods and visitors come up the Calyx River on the backs of **water lily dragons***. These sociable dragons enjoy a break in the village's fishpond before continuing along their way. **Dandelion dragons*** flit in and out of the village, carrying messages between Appleholm and the world beyond. When they aren't working, they play with the village children. Roads leading east and west brings folk in wagons and visiting floral dragons who prefer drier climates.

APPLEHOLM
1. Sagarra, the Apple Tree Dragon
2. Dragon Dias
3. Great Feast Hall
4. Great Apple Cellar
5. Dandelion Post Office
6. River Docks
7. Fishpond
8. Houses
9. Fletcher's Apothecary
10. Experimental Garden
11. Market Square
12. Vespon Hives
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History

A village has stood on the banks of the Calyx River for hundreds of years, but it did not come to be known as Appleholm or become a haven for floral dragons until around 200 years ago, when Sagarra, the **apple tree dragon***, arrived. Sagarra was a young dragon then, only 100 years old. They had left their parent's settlement to wander the world and find a home for themselves.

Coming upon the tiny village, Sagarra found a terrible situation. The villagers were suffering from a famine. Sagarra saw that the people shared what little food they had with each other, and the dragon's heart filled with admiration. Though this was not the largest or most prestigious village they had seen, Sagarra decided to settle here and care for these generous people.

With the ripening of Sagarra's first apples, the village's fortunes changed. People had enough food to eat and could focus on improving their home. The presence of an apple tree dragon attracted the attention of a pack of **rhododendron dragons***, who formed a pact with the villagers, promising to protect and assist each other. More floral dragons arrived in subsequent years, drawn by Sagarra's gentle presence and the humanoids' understanding ways.

More recently, the village's informal status as a hub for floral dragons became more solidified with the arrival of Zethandriel. This elf had spent their long life researching floral dragons. Finding Appleholm, they decided to settle here and establish a research station that they called the Experimental Garden to deepen their knowledge and share their findings with others. This garden and The Field Guide to Floral Dragons live on as Zethandriel's legacy and help to shape the future of Appleholm into a place where humanoids and floral dragons can deepen their appreciation of each other.

Village Life

Life with Floral Dragons. Under the branches of the mighty apple tree dragon Sagarra, Appleholm is filled with many species of floral dragon. The village has a pact with a small pack of rhododendron dragons, and there are many people who share their lives with one of these loyal dragons as lifelong companions. Rhododendrons are active members of village life, working alongside humanoids and making their views known in local politics. **Amaranth dragons*** are another common sight. These social dragons provide amaranth seeds and leaves to their humanoid friends in exchange for grooming and companionship. The most numerous species are the diminutive **dandelion dragons***. A huge blooming enjoys the defense against predators provided by the people and Sagarra. They are less wild than their kin outside the village as they are trained messengers for the Dandelion Post Office. The fish pond and the river are home to **clematis dragons***. These feisty little creatures are becoming a problem due to overpopulation, but as the village is reluctant to exterminate them, no solution has yet been found. There is a solitary hydrangea dragon* that lives contentedly in the Experimental Garden alongside a few rare **heliconia dragons*** and **jade vine dragons*** who are being studied there for conservation purposes.

People and Dragons in Harmony. Life in Appleholm is intertwined with the natural rhythms of the floral dragons. People grow up speaking Common and Draconic to better communicate with more species. Sentient floral dragons aren't considered pets but equal members of village life. The less intelligent species are also respected for their strengths and cared for according to their needs. Some people form particularly strong bonds with one or more floral dragons, while others are simply content to enjoy relaxed friendships with their flowery neighbors. When disputes arise between anyone in the village, whether someone is a dragon or a humanoid isn't considered relevant. Sagarra nurtures this spirit of cooperation, and the village is the living embodiment of the apple tree dragon's dream of a place where humanoids and floral dragons can live together in peace.

Visiting Floral Dragons. As well as the resident species, other species of floral dragon can often be found visiting the village. Some of these, such as **ornithogalum dragons***, wild bloomings of **larkspur dragons***, and **vampire lily*** dragons, cause trouble for Appleholm and are encouraged to leave. The villagers would rather chase them off, but they will use force if necessary.

Other visiting dragons receive a warmer welcome. A **cherry blossom dragon*** comes once a year for the spring festival. Once a decade, **lamium dragons*** on their mating migration pass along the Calyx River. This rare event is celebrated by the whole village, who gather to bring them food and encouragement for their long journey to the sea. It is said that people who get married on this day will enjoy long and happy unions. **Water lily dragons*** relaxing in the fish pond or having cargo unloaded or loaded at the river docks are a common sight. Though there are no tame larkspurs who live permanently in the village, it is a frequent destination for these fleet-footed dragons and their riders. Many young villagers grow up wanting to become one of these dashing riders after hearing tales of their exhilarating adventures.

Botanical Buildings. The architecture of Appleholm relies on the bountiful plants that sprout due to Sagarra's presence. Huge flowers and leaves are used as roofs and walls for people's homes, and wooden supports are lashed together with living vines. These unique building materials are regrown and replaced each year, and they give Appleholm a distinctive and charming appearance. Plants are also used to make clothing, containers, and all manner of tools.

Accommodations. There are no inns in Appleholm. Instead, when visitors come to the village, they are welcomed into the homes of the people there. Hosts invite their guests to eat meals with them and provide basic but comfortable sleeping accommodations. The villagers don't expect any payment for this hospitality but will accept small gifts or help with household chores as thanks.

Food. Appleholm is largely self-sufficient in food thanks to the farms that surround the village and the *great harvest apples** that Sagarra provides. Food is shared by the community, and anyone can come to the Feast Hall for a communal meal each evening. Most land is given over to arable farming, but a few livestock animals are raised mostly to provide fertilizer. Thanks to the many **vespon*** hives, there is an abundance of honey, and the village is famed for its sweet treats such as honey buns, honey cakes, and honey fudge. The pond provides freshwater fish for the villagers and aquatic floral dragons.

Trade. While the residents of Appleholm can easily keep themselves and their floral dragon friends fed, there are many goods that must be brought into the village. As they can disturb some floral dragons, fires are rare. Instead, people prefer to heat their homes and cook their food with magical heat sources, which are eagerly sought-after trade items. The village also lacks a forge, so metal implements such as gardening and farming equipment are highly prized. As the village only has a few animals, it also imports fertilizer.

In exchange, Appleholm trades flowers, medicinal herbs, potions brewed from floral dragon petals, and magical floral dragon honey made by the vespons. Most of this trade comes and goes on the backs of water lily dragons who swim up and down the Calyx River with their riders.

Adventurers. Although Appleholm is a sleepy village, it has produced an unusually high number of adventurers. Some young people set off to find their fortunes in the outside world and never return. Others come back after experiencing terrible hardships or epic triumphs. Regardless of their success, adventurers from Appleholm are always welcomed home warmly. Among the older residents, there are several veteran adventurers. Some are happy to share tales of their exploits and encourage the next generation of adventurers, while others prefer to throw themselves into mundane work to help them forget their intrepid years. Thanks to this legacy, Appleholm is generally very welcoming of adventurers from other places.

Who's Who in Appleholm

Sagarra, the Apple Tree Dragon. The most unmissable resident of Appleholm is Sagarra [they/them], the enormous **apple tree dragon*** who rests at the heart of the village. They are kind, patient, and deeply protective of their home. Sagarra also has a dry sense of humor and enjoys making jokes that people might not expect from a dragon of their majestic stature. They are around 300 years old. As an apple tree dragon, Sagarra has healing powers. They refuse any kind of thanks or payment and use their power to help anyone who needs it.

In spring their blossoms are white, tinged with pink at the edge of the petals. Their blooming fills the village with a subtle scent that the residents associate with a feeling of home. Their leaves are fresh green, and their apples are deep red. Sagarra has not yet borne a golden apple that can become an apple tree wyrmling, though they long to raise a child. They are particularly fond of children and enjoy their company.

Sagarra has only uprooted themself a few times in the past 200 years. Doing so causes great destruction as their roots run deep under the whole village, and just one of the dragon's clawed feet could crush a house. Therefore, Sagarra only moves if it will prevent the loss of life in her community. They refuse to take a side in village politics, remaining doggedly neutral in major decisions. However, they will provide personal advice based on their years of watching humanoid lives play out under their loving care.

Afna, the Groundskeeper. Major decisions are made by the village as a whole when they come together to vote under the watch of Sagarra four times a year as the seasons turn. At the summer vote, the village also elects a Groundskeeper. Although this person acts as a figurehead for the village, the role of Groundskeeper is largely one of service. Any villager or dragon can ask the Groundskeeper for help with any concern. On any given day, the Groundskeeper might be called to do tasks such as mediating a dispute between two neighbors, clearing a clog of river weed from the water mill, treating a **florivore*** infestation, or helping a vesponkeeper relocate a wild nest of **vespons*** to a hive. The Groundskeeper frequently consults with Sagarra, though the dragon refuses to intervene in village politics beyond offering advice. The mark of the office is a ceremonial silver rake.

The current Groundskeeper is a young half-elf **druid** named Afna [she/her]. This year is the first time she has been elected to the role, and she is eager to prove herself. She can be seen rushing around the village, dressed in muddy overalls and carrying her ceremonial rake, as she dashes from one task to the next. Afna has dark, curly hair that she wears in twists with wooden beads gifted to her by Sagarra.

Although Sagarra and former Groundskeepers often advise her to slow down, Afna is overworking herself to the point of exhaustion. Her desire to make everyone happy is starting to interfere with her own well-being. With so many things to do around the village, Afna is always relieved and happy to have help from others.

Gulbahar and Pentanthera, the Applewardens. One of the most respected people in the village is Gulbahar the Applewarden [they/them], a half-orc **veteran**. Although age has stooped their broad shoulders, they still stand over six and a half feet tall. They are recognizable by their battered straw sun hat, which they wear year-round on their bald head. Gulbahar's right arm is amputated above the elbow. Gulbahar can often be found in the garden outside the leaf-house that they share with their wife Bryony [she/her] (human **commoner**). Equally respected is Gulbahar's sworn companion, the **rhododendron dragon*** Pentanthera [he/him]. His once vivid red flowers have dulled with age.

Once an adventurer, Gulbahar left their violent days behind them when they met Pentanthera over thirty years ago. Pentanthera brought the warrior to Appleholm, where they experienced a gentler way of life for the first time. Gulbahar planted a garden, started a family, and found peace among the floral dragons. Today, Gulbahar and Pentanthera share the important role of Applewardens. They are responsible for keeping the store of *great harvest apples** safe from damp, rot, and pests in the Great Apple Cellar. Gulbahar and Pentanthera check the apples every day.

Gulbahar is one of Sagarra's closest confidants. The apple tree dragon respects the half-orc's wisdom, as do the other residents of the village, who often come to them for advice. Having lived through many painful and dangerous experiences, Gulbahar treasures the peace and stability of Appleholm above all things. They are determined to protect the village's harmonious way of life so that it can be enjoyed by future generations of people and floral dragons. This often leads them to clash with Clover, the Postmaster, who agitates for change.

Clover Taraxacum, the Dandelion Postmaster. An energetic gnome named Clover Taraxacum [he/him] is Appleholm's postmaster. He has a shock of frizzy white hair and wears many gold earrings along his pointed ears. He can most often be found at the post office, close to the bridge leading out of the village. Clover uses the **spy** stat block.

The village is surprisingly well connected to the outside world despite its remote location, thanks to the many **dandelion dragons*** who live here. Clover spent many years gaining their trust and training the diminutive dragons to be more reliable mail carriers before founding the Dandelion Post Office. People used to believe it was necessary to send any message with multiple dandelions because of the high risk of them getting killed or lost on their way. Since Clover began training the tiny dragons in evasive maneuvers, the success rate of their deliveries has increased significantly. Clover cherishes every dandelion dragon in the blooming and has named them all.

Clover Taraxacum, the Dandelion Postmaster.

As the person responsible for bringing news to Appleholm, Clover is more aware than most residents of what is going on beyond the village. He believes that Appleholm should be doing more with what they have to improve the village and the world outside. Whenever Clover learns of a tragedy, such as a **wisteria dragon*** attacking another settlement or a blight affecting a pack of **azalea dragons***, he urges Sagarra to uproot themself and go help. Clover also pushes for the village to sell some of the *great harvest apples** so the village can use the money to expand. Thus far, he has been outvoted, but there are some in the village who share his point of view that Appleholm should do more to help itself and others with its resources.

Fletcher Cloudgaze, Local Apothecary. A creative halfling named Fletcher Cloudgaze [they/them] sells all manner of potions, brews, and salves from their stall at the Market Square. Among their wares, you can often find *hydrangea dragon antidotes**, *peony dragon essences**, and various magical honeys made by **vespons**. Fletcher is fascinated by the way floral dragons bridge the worlds of magic, alchemy, and herbalism, and they are always trying to improve their recipes for *potions of healing*, *potions of water breathing*, and *potions of heroism* by adding ingredients from floral dragons. Though Fletcher refuses to work with parts that have been harmfully harvested from dragons, they often seek adventurers who can fetch them ingredients from rare floral dragons not found in the village.

OTHER RESIDENTS OF APPLEHOLM

D10	RESIDENT
1	A talkative dwarf named Basil [they/them] runs the village's water mill. They are a reliable source of village gossip. Basil has arthritis.
2	Viridis [he/him] is a young **amaranth dragon*** keen to prove his worth as a tracker. He is eager to see the world beyond the village.
3	Rong [she/her] is an elf courier who frequently travels to Appleholm with her **water lily dragon*** Nuphar [she/her]. The pair linger here as long as they can before heading on their way as Rong has a crush on the village teacher, a half-elf named Marja [she/her].
4	A sprightly gnome called Kadrum [he/him] is always the first to invite travelers to stay with him. Kadrum is known for his delicious cooking and gladly shares recipes for dishes that keep well on the road.
5	A half-orc named Arun [he/him], a human named Dev [they/them], and a tiefling named Zoya [she/her] are children who want to be adventurers when they grow up. They take turns pretending to be villains and chasing each other around the village.
6	Olerith [they/them] is a flamboyant **heliconia dragon*** who believes the best way to master a new language is through song. They are eager to learn songs in languages other than Common and Draconic.
7	Ersafeth [she/her], or "Ersa" for short, is a headstrong **rhododendron dragon*** who has grown close to a pair of teenage halfling twins. Unable to choose between them, Ersa is advocating for an adapted version of the bonding ceremony that would allow her to be a companion to both siblings at the same time.
8	A shy halfling **mage** called Tamarack [he/him] is a junior researcher at the Experimental Garden. Though he loves his work with the floral dragons, he has been having difficulty connecting with people in the village since he arrived from a mage college last spring. He's worried people will think he's a big-city snob.
9	Saffron [she/her] is a malcontented half-elf flower farmer. She always has a sharp word or a criticism for everyone she meets. Saffron has a perennially grumpy disposition, and no amount of draconic delight or floral fancy has ever changed it.
10	Raphan [she/her] is a knowledgeable human vesponkeeper. Although her eyesight has worsened with age, she can still identify different honeys by their scent.

Afna, the Groundskeeper,
on The Dragon Dias

Gazetteer

The Dragon Dias. Beneath Sagarra's head stands a cup-shaped platform called the Dragon Dias. This structure directs the voice of whoever stands in the center of it up toward the apple tree dragon to make conversations easier. Night is the most popular time to speak with Sagarra, as people's voices can float upwards clearly through the cool air, and the photosynthesizing dragon is more talkative after the sun sets. The dias can also be turned to face outward to serve as a platform from which someone can address the whole village as they gather around for debates or elections. In times of distress, folk gather at the Dragon Dias to seek information and comfort from their fellows.

The Feast Hall. At the center of the village stands the Feast Hall. This large structure can hold all of the village's residents at once within its wooden walls. The roof is grown from a species of plant with sensitive leaves, which can retract at a touch to allow Sagarra to peer inside. People gather here to cook and eat the giant apples. Cushions and reed mats cover the floor. Whenever the number of villagers increases significantly, the Feast Hall is rebuilt to accommodate them.

The Experimental Garden. Founded by Zethandriel [they/them], one of the authors of ***The Field Guide to Floral Dragons***, after they retired from adventuring life, the Experimental Garden is a place to study floral dragons and agriculture. It is neatly divided into different biomes with soil types and water conditions to suit various species of floral dragons. Sitting on the outskirts of the village, the Experimental Garden is a common destination for floral dragon scholars and floral dragons themselves.

Today, the Experimental Garden is run by a half-elf named Azathol [he/him], Zethandriel's son. He is usually accompanied by Robus [he/him], a **hydrangea dragon*** who has chosen to make the Experimental garden his home. Azathol loves Robus but can be exasperated by the dragon's puppyish insistence on following him everywhere.

In addition to the garden plots, the site has a converted potting shed that also serves as the village's library. Most of the books here are related to gardening, farming, and floral dragons. Azathol is always keen to share information with fellow scholars of floral dragons.

The Market Square. Located close to the Experimental Garden, this, flat open area holds a market twice a week. Temporary stalls are set up so locals and visitors can trade. At the north end of the square is a small wooden platform that can be used by traveling performers and local storytellers. Outside of market time, the empty square is often used by children and wyrmlings to play ball games.

The Great Apple Cellar. The giant apples produced by Sagarra are stored over the winter in a massive underground cellar cut into the hillside behind the dragon. Beyond the strong wooden doors, a gentle ramp descends into the cool, dry space. The roots of the apple tree dragon can be seen growing along the walls and helping to support the roof of the cellar. Each of the *great harvest apples** is carefully wrapped in cloth and positioned so it doesn't touch any of its neighbors. Overseeing the apples is the job of the Applewardens. As it is vital to the village's survival through the winter, the cellar is the most fortified place in town, and it has the only door with a metal lock.

River Docks. A small jetty extends into the Calyx River to serve as a loading dock for the **water lily dragons*** and boats that arrive here. Whenever a traveler arrives either on dragon back or by other means, any nearby villagers help them offload any cargo they might have.

A Year in Appleholm

SPRING

As winter gives up its grip, spring's arrival is a time of great activity. Covers are removed from the soil, anxious vesponkeepers check how well their charges have survived the long period of cold, and people prepare the soil for planting. For many floral dragons, this is also a time of energy and excitement. Some dragons grow new blooms after a winter of rest, while others find their flowers flush with color. The mating season of many species falls in spring, so both love and pollen are in the air. After their long winter rest, Sagarra stretches carefully and feels more energetic. This is a good time to consult with the apple tree dragon on new projects and endeavors.

The First Blossom Festival. The highlight of the spring season comes close to its start. As Sagarra's first blossom blooms, the village celebrates with a festival. Bringing even more delight to the festivities, a **cherry blossom dragon*** named Kumohana [she/her], who lives on a distant mountain peak, comes to visit.

Children and wyrmlings are at the heart of the festival, and they receive small gifts from adults in the community. Kumohana, Sagarra, and the gathered villagers enjoy performances of folk tales put on by the kids and young floral dragons in the village. The Tale of the Deadnettle King and the creation of the **lamium dragons*** is a perennial favorite.

The festival lasts as long as Kumohana feels she can stay, usually about three or four days. It comes to an end with a great banquet of fresh bamboo shoots and river fish. As she leaps into the sky to return in time for her own village's spring festival, Kumohana rains pink petals down on the gathered villagers. Eager children leap to catch them from the air. If the petals are caught before they touch the ground, they can be made into *cherry blossom tokens**.

D4	SIGHTS IN SPRING
1	A **rhododendron dragon*** pulls a plow, turning over the ground in neat furrows as their dwarf companion scatters seeds behind them.
2	The Groundskeeper and the head of the village's pack of **rhododendron dragons*** lead the bonding ceremony of a young rhododendron and her human companion.
3	Children are making a huge flower crown to give to Sagarra.
4	A vesponkeeper unwraps a hive covered for winter and greets the sleepy **vespon queen*** inside.

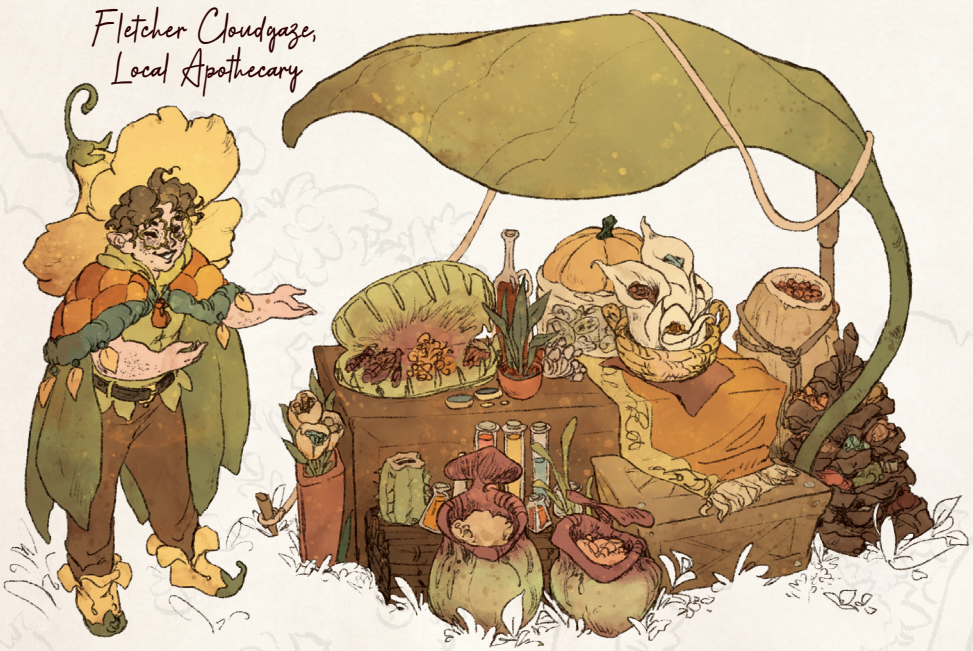
SUMMER

In summer, Appleholm is a riot of color thanks to the blooming flower fields surrounding the village. People and dragons use the long days to work hard at all the tasks that keep things running smoothly, such as caring for crops and the **vespons***. This time of hard work is also matched with recreation, such as cooling off with a swim in the fish pond and enjoying performances from passing bards on the Dragon's Dias in the evenings. Taking advantage of the warm weather, the leaf roof on the Feast Hall is opened, allowing Sagarra to peer inside and converse with the villagers gathering there.

The Sun Market. At midsummer, one of the village's major events takes place. The Sun Market draws people from near and far to enjoy the biggest trading event of the year. Special tents are set up for visitors to stay in. During the day, traders barter for Appleholm's wares and the market square bustles with activity. This is a time when rare and unfamiliar items can be bought and sold.

As the sun sets, the festivities truly begin. The village is illuminated by massive paper lanterns decorated with dried flowers. Sagarra's glowing stripes add to the light show as they release some of the strong summer sunlight they have absorbed. Stalls serve festival foods and seasonal delicacies. The village musicians and the musically inclined dragons perform traditional songs, chanting, playing drums, and shaking bells to fill the summer night with jubilant sound. Sagarra joins in, rumbling a deep percussive beat that calls everyone to join the dancing. The celebrations last until sunrise.

D4	SIGHTS IN SUMMER
1	A tired **larkspur dragon*** rider and his mount arrive in town to visit the Experimental Garden. The rider is seeking repairs to their protective riding gear, while his dragon enjoys the attention of other floral dragons who are eager to meet a friendly larkspur.
2	A gaggle of children swimming in the fish pond have angered an ornery **clematis dragon***. The tiny but dangerous dragon is chasing them through the village.
3	An **amaranth dragon*** and her halfling scouting partner enjoy a lunch of bread and cheese, resting against each other under the shade of Sagarra's branches.
4	The village gathers at the Dragon Dias for the election of this year's Groundskeeper. Crowds jostle and cheer for their favorite candidates.



FALL

The harvest is the centerpiece of fall. Villagers and dragons work to bring in the crops and cut the hay. As their huge apples ripen, Sagarra lowers their head to allow them to be plucked from their antler-branches. These *great harvest apples** are carefully stored ahead of the long winter.

The Great Harvest Apple Festival. With the harvest complete, the village comes together to celebrate. Residents give Sagarra small homemade tokens of their thanks, such as a poem, a ribbon, or a garland of wild grasses. The dragon takes the time to appreciate each gift in turn and lowers their head to impart a small speck of light to each person and dragon. Once the gift-giving is complete, an extravagant feast begins. The Feast Hall is packed as everyone gets a bowlful of the savory apple stew cooked inside the first *great harvest apple** of the season. At the end of the festival, the leaf-roof of the Feast Hall is replaced with fresh greenery, ready for the winter.

D4	SIGHTS IN FALL
1	Villagers are struggling to roll a particularly large *great harvest apple** down into the Great Apple Cellar.
2	A vesponkeeper pulls a fresh comb of honey from a hive. Using an *identify* spell, they check it for magical properties.
3	A **water lily dragon*** swims up to the river dock. It has a jumble of cargo on its back, but no humanoid passenger. The dragon seems distressed.
4	A wandering **ornithogalum dragon*** digs a large hole to lay its egg in a field of hay stubble.

WINTER

Winter is a quiet time of contemplation and rest in Appleholm. Sagarra sleeps more, and all the residents are careful not to disturb the deciduous dragon's rest. When the apple tree dragon is awake, they mostly wistfully reminisce about deceased friends. Sagarra remembers everyone who has ever lived in Appleholm. The villagers gather together in the Feast Hall more often, eating food stored for the winter. Long nights are given over to storytelling, particularly ghost stories and tragic tales like The Song of the Starbirds, the creation myth of the ornithogalum dragons.

The Barebranch Break. A three-day span over midwinter is marked as a time of rest, contemplation, and pause. During this somber holiday, people and dragons spend time taking care of their inner needs. Residents speak little, and when they do, it is in whispers. However, the village is not silent. The air is filled with gentle, wordless songs. It is believed that the dead of winter is a time to communicate through music the things that can't be put into words.

D4	SIGHTS IN WINTER
1	Sagarra's bare branches shiver. It's hard to tell if because of the cold wind or from the eerie ghost tale the village miller Basil is telling them.
2	Azathol, the head of the Experimental Garden is frantically trying to construct a greenhouse though there isn't enough glass in the village. An injured **succulent dragon*** has arrived without warning and needs heat.
3	The villagers skate on the frozen fishpond. One brave **amaranth dragon*** is braving the cold and trying to join them, but its long body is slipping and twisting on the ice.
4	During a blizzard, a bundled-up figure battles through the storm. It is Afna, the Groundskeeper, going from house to house, checking on each resident, and delivering slices of *great harvest apple**.

Plot Hooks

D6	PLOT HOOK
1	A resident is suffering from terrible hay fever. They ask the party to venture to a **peony dragon*** lair and find vespon honey there. They think it will cure their affliction so they can enjoy life alongside floral dragons without sneezing and spluttering.
2	A *floral dragon grooming rake** has gone missing. Its owner wants it returned so they can tend to their **amaranth dragon***. They don't know that the dragon hid the rake themselves because their companion has been overgrooming them.
3	Bandits have broken into the Experimental Garden and stolen all of the **jade vine dragons*** that live there, hoping to sell the beautiful endangered creatures at a clandestine auction in a nearby city. One of the garden's **heliconia dragons***, Bihai [she/her] insists on accompanying the party to rescue her friends.
4	A young **aconite dragon*** has taken up residence upstream, contaminating Appleholm's water supply and sickening the **water lily dragons***. Afna asks the party to find the aconite and relocate it to a more suitable swamp further away from the village.
5	Sagarra's first golden apple that will hatch into a wyrmling has been heisted by a team of thieves employed by Lady Silverleaf [she/her], ruler of a nearby city. She was once healed by Sagarra from a terrible illness and became enamored by the dragon's power. Unable to convince the dragon to leave Appleholm, Lady Silverleaf wants to raise an apple tree wyrmling to ensure it makes her domain its home. The party must find out who took the apple-egg and return it before Sagarra perishes from grief.
6	Appleholm has drawn the attention of a **manchineel dragon***. This ancient and cunning manchineel has been attacking anyone who tries to leave or enter the village, starving the village of supplies and picking off vulnerable travelers. Sagarra fears that if they move to face it, the manchineel will attack the village directly. They need the party's help to stop the manchineel's siege.

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